

# Chad Smith - Demo 2008

## Break it down.

### **0:00-0:08 – Intro**

Particles in Maya.

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### **0:08-0:11 – Tease**

Multiple works: digital painting of John Lennon (Photoshop), Zbrush sculpting, charcoal work, Zbrush sculpt.

### **0:11-0:18 – DNA**

Part of a larger animation. Modeled, textured, animated, and particles done in Maya.

### **0:18-0:29 – Baby Knight Model**

Modeled and textured in Maya. Shots of wires, untextured, and textured model.

### **0:29-0:44 – Voyeur**

Storyboards from animation (Photoshop). Shots from animation which were all modeled, textured, rigged, and animated in Maya.

### **0:44-0:52 – Stills**

Multiple still pieces. Orange still life (Maya), Chuck Close inspired digital painting of John Lennon (Photoshop), “Penz” which was accepted into the 2008 North Country Regional (charcoal, graphite, marker, spray enamel)

### **0:52-1:04 – Mother**

Piece of animation, modeled in Maya.

### **1:04-1:11 – Maya-to-Zbrush**

Modeled in maya as base mesh then imported to Zbrush for modification and detailing

### **1:11-1:20 – Stills**

“Reading”(charcoal, ink, marker, marshmallow fluff, spray paint), “Traditionally I’m Digital” accepted into the 2008 North Country Regional, the right half was drawn and scanned and then combined with a digital photo in Photoshop, “Stereo” (charcoal, ink, gesso, marker), Self Portrait a digital painting in Photoshop.

### **1:20-1:25 – Zbrush Model**

Medusa model in Zbrush.

### **1:25-1:31 – Penguin**

Penguin model, first modeling attempt in Maya.

### **1:31-1:41 – Alley**

Two stills from alleyway animation; modeling, texturing, and animation completed in Maya.

### **1:41-1:46 – Voyeur**

Another shot from the Voyeur animation (Maya).

**1:46-1:53 – Technology Dragon**

Modeled and textured in Maya.

**1:53-2:07 – Various Animation Cuts**

Voyeur and alleyway animation shots modeling, texturing, rigging, and animation in Maya.

**2:07-2:17 – Hand Models**

Hand models used for Voyeur which were created in Maya via polygonal modeling. Were all rigged for animation in Maya as well.

**2:17-End**

Particles in Maya. Demo Reel created in Adobe Premiere Pro which was also used in compiling all animations seen in the reel. [chad@therealchadsmith.com](mailto:chad@therealchadsmith.com)

music: Word Up! by Cameo.